

IN THE SPECIFICATION

On page 2 of the Specification, please replace paragraph [4] with the amended paragraph below:

[4] The present patent application claims priority to U.S. provisional patent application having serial no. 60/503,325, filed September 15, 2003. The present application further is a continuation in part of U.S. patent application serial number 09/967,033, filed September 28, 2001, now U.S. Patent No. 6,719,630. ~~That application is a continuation in part of U.S. patent application serial number 09/894,197, filed June 27, 2001.~~ The present application is also a continuation in part of U.S. patent application serial number 10/664,228, filed September 16, 2003, now U.S. Patent No. 7,040,620. ~~That application is a continuation in part of U.S. patent application serial number 09/968,952, filed October 1, 2001, now U.S. Patent 6,644,663.~~ The present application is also a continuation in part of U.S. patent application serial number 10/245,623, filed September 16, 2002. That application is a continuation in part of U.S. patent application serial number 09/967,055, filed September 28, 2001, now U.S. Patent No. 6,814,665, which claims priority of U.S. provisional application serial number 60/241,384, filed October 17, 2000. Each of the aforementioned applications ~~[[are]]~~ is hereby expressly incorporated by reference into the present application in their entirety.

IN THE SPECIFICATION

On page 42 of the Specification, please replace the Abstract paragraph (lines 5-17) with the amended paragraph below:

A gaming device involving a three-dimensional figure with a plurality of three-dimensional sections, each section having height, width and depth, is disclosed. At least one three-dimensional section is moveable relative to other sections, includes a plurality of three-dimensional fractional images, and may be moved to allow a player to view the three-dimensional fractional images. With the moveable three-dimensional section in one position, the plurality of three-dimensional sections may form at least one whole, integrated three-dimensional image. The gaming device may further include an actuator and controller for moving the moveable three-dimensional section. A method for playing a game using a moveable three-dimensional section to provide an integrated three-dimensional image is also disclosed.

~~In one embodiment, the present invention is directed to a gaming device comprising a three dimensional figure. The three dimensional figure comprises a plurality of three-dimensional sections, each having a height, a width, and a depth. At least one three dimensional section is moveable relative to the other three dimensional sections comprising a plurality of three dimensional fractional images. The moveable three dimensional section may be positionable to allow a player to view the plurality of three dimensional fractional images by moving the three dimensional section. When the moveable three dimensional section is in at least one position, the plurality of three dimensional sections form at least one whole, integrated three dimensional image. The gaming device also comprises an actuator attached to the moveable three dimensional section and configured to move the moveable three dimensional section. The gaming device also includes a controller in communication with the actuator and configured to cause the actuator to move the moveable three dimensional section.~~